$_1$ #$_2$ K$_3$ **{bmc fontview.shg}Contents**

1$^\$$ Contents
2$^\#$ Contents
3^K Contents

$₄ #₅ K₆ Using FontView

4$ FontView Usage
5# FontViewUsage
6K Usage

$₇ #₈ K₉ General Typographical Information

7$ Typographical Information
8# TypographicalInfo
9K General Typographical Information

$^{\$}$₁₀ #₁₁ K₁₂ What Is A Font?

A font is a set of characters, each of which has common design characteristics and size. Examples of common design characteristics are *weight*, *size*, type of *serif*, *stress*, *color*, *shape*, *x-height* and *style*. The size of a font is measured in *points*, which are almost exactly 1/72 of an inch. Point size originally measured the vertical length of the *lead slug* that supported characters in printing shops. Point size only loosely refers to the size of the characters.

10$^{\$}$ What Is A Font
11$^{\#}$ WhatIsAFont
12^{K} What Is A Font

$^\$_{13}$ $^\#_{14}$ $^K_{15}$ **Computerized Typography**

13$^\$$ Computerized Typography
14$^\#$ Typography
15^K Computerized Typography

$^$_{16}$ #$_{17}$ K$_{18}$ Windows Font_Usage

16$^$ Windows Fonts Usage
17$^#$ WindowsFonts
18^K Windows Font Usage

$[19] #[20] K[21] Overview of FontView

FontView is an application that was written to assist developers better understand how fonts work in Windows, and to see how to correctly select the proper font in their application. This version of FontView is a preliminary version that is only performing the most rudimentary of operations. It is also not yet taking full advantage of the new TrueType fonts that are being included in Windows.

19[$] Overview of FontView
20[#] Overview
21[K] Overview

$^{\$}_{22}$ #$_{23}$ K$_{24}$ Menu Bar

<u>File Menu</u>   - Allows the user to perform whatever file operations are allowed in this application.

<u>Edit Menu</u>   - Allows the user to perform Cut, Copy, Paste, and related operations.

<u>View Menu</u>   - Allows the user to control the visual layout

<u>Metrics Menu</u>   - Allows the user to view, and change various metrics that determine which font will be chosen

<u>Help Menu</u>   - Brings up various types of assistance for this program

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22$^{\$}$ Menu Bar
23$^{\#}$ MenuBar
24^{K} Menu Bar

$25 #26 K27 The File Menu

New	-	*This menu item is not currently implemented*
Open	-	*This menu item is not currently implemented*
Close	-	*This menu item is not currently implemented*
Save	-	*This menu item is not currently implemented*
Save As...	-	*This menu item is not currently implemented*
Print	-	*This menu item is not currently implemented*
Print Setup	-	*This menu item is not currently implemented*
Exit	-	Use this to quit FontView

$^{\$}{}_{28}$ #$_{29}$ $^{K}{}_{30}$ The Edit Menu

Undo	-	*This menu item is not currently implemented*
Cut	-	*This menu item is not currently implemented*
Copy	-	*This menu item is not currently implemented*
Paste	-	*This menu item is not currently implemented*
Delete	-	*This menu item is not currently implemented*
Find	-	*This menu item is not currently implemented*
Replace	-	*This menu item is not currently implemented*

28$^{\$}$ Edit Menu
29$^{\#}$ EditMenu
30^{K} Edit Menu

$^{\$}_{31}$ #$_{32}$ K$_{33}$ The View Menu

Character Set   - This will display all available characters in the currently selected font.
(see <u>Character Set Mode</u>)

Glyph Metrics   - This will display a single character of the currently selected font. The character will be 'expanded' to fill as much of the display area that is available, without altering the aspect ratio.
(see <u>GlyphMode</u>)

<u>ButtonBar</u>   - This is the control bar that is display at the top of the display window. It contains controls that allow you to alter the paramters that will be used to select a font

<u>StatusBar</u>   - This is the small display region at the bottom of the window, it contains a field for displaying messages, and menu descripttion strings, and the current time.

31$^{\$}$ View Menu
32$^{\#}$ ViewMenu
33^{K} View Menu

$_{34}$ #$_{35}$ K$_{36}$ The Metrics Menu

CreateFont — This menu option will bring up a dialog box that will allow you to see what values are being used to select the current font via a call to CreateFont. You can also modify any of the values being used.

TextMetrics — This will display the *TEXTMETRIC* data structure for the current font. If you close the dialog with the 'Select' button, then all appropriate values will be copied into the current CreateFont structure.

EnumFonts — This will display a dialog that will allow you to browse through all of the fonts that are currently installed on the system. You will be able to see the *TEXTMETRIC* and *LOGFONT* structures for each font, as well as a display sample. If you close the dialog with the 'Select' button, then all appropriate values from the currently displayed font will be copied into the CreateFont structure that controls the font that is currently being selected in the main window.

OutlineTextMetrics — When completed, this will bring up a dialog that will let you see the *OutlineGlyphMetrics* for the currently displayed font.

^{37} #$_{38}$ K$_{39}$ The Help Menu

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37$^{\$}$ Help Menu
38$^{\#}$ HelpMenu
39^{K} Help Menu

$_{40}$ #$_{41}$ K$_{42}$ Button Bar

CreateFont

Parameter Selection ComboBox

Parameter Value ComboBox

$_{43}$ #$_{44}$ K$_{45}$ Status Bar

Menu Description Field

Time Field

43$^\$$ Status Bar
44$^\#$ StatusBar
45^K Status Bar

$_{46}$ #$_{47}$ $^K{}_{48}$ Keyboard Commands

46$^\$$ Keyboard Commands
47$^\#$ Keyboard
48^K Keyboard Commands

$_{49} #_{50} ^{K}_{51} The Display

The FontView window displays fonts in two different ways, it can either display all of the characters, in the size selected, or it can display individual characters, in a 'zoom' mode so that you can see the individual pels of that chosen glyph, along with guidelines that indicate how the fonts metrics relate to this particular character.

Character Set Mode

Glyph Mode

49$ Display
50# Display
51K Display

Character Set Mode

{bmc screen1.shg}

In this mode, all of the defined characters will be displayed. The range of characters that will be displayed is determined by the *'tmFirstChar'* and *'tmLastChar'* values of the *TEXTMETRIC* data structure. The characters will be displayed left-to-right in ascending order.

From this display, if you double click on a particular character, the display will be shifted to <u>Glyph Mode</u> using that particular character. This allows you to quickly and easily zoom in on a particular character.

52$^{\$}$ Character Set Mode
53$^{\#}$ CharacterSetMode
54^{K} Character Set Mode

Glyph Mode

{bmc screen2.shg}

In this mode, the user can look at individual characters of the chosen font. The characters are presented within a *Bounding Box* that indicates the width of the character, and the height of the font. The *baseline* is drawn through the bounding box, and any *External Leading* is indicated by a line drawn from the top center of the bounding box upwards. A future version of this application will also take into account *ABC Widths* (if supported by this font), and display the starting and ending location for this character by an 'X' drawn on the baseline to indicate the *Advance Width* of this character.

To switch from this display mode to Character Set Mode, you need to pick the 'Character Set' item from the View menu.

55$ Glyph Mode
56# GlyphMode
57K Glyph Mode

$_{58}$ #$_{59}$ K$_{60}$ Glossary

A

ABC Width

Advance Width

Ascender

B

Bounding Box

Bow

Button Bar

C

Cap Height

Clothoid Curves

Counter

Crossbar

D

Descender

Diagonal

E

Ear

em square

External Leading

FGHIJKL

Hairline

Lead Slug

Link

LOGFONT

Loop

MNO

OUTLINETEXTMETRIC

P

Panose

Point

Point Size

QRS

Sans Serif

Serif

---

[58]$ Glossary
[59]# Glossary
[60]K Glossary

$_{61}$ #$_{62}$ K$_{63}$ Index

$\$_{64}$ #$_{65}$ K$_{66}$ **Tutorial**

64$^\$$ Tutorial
65$^\#$ Tutorial
66^K Tutorial

$\$_{67}$ #$_{68}$ K$_{69}$ **Demo**

67$^\$$ Demo
68$^\#$ Demo
69^K Demo

(Misc. Popups)

#70 Screen1Display

#71 ScreenToolBar

[72] **ScreenCombo1**

[#73]{.superscript} **ScreenCombo2**

#74 ScreenStatus

[#75] **ScreenStatus1**

#76 ScreenStatus2

(Glossary Definitions)

ABC Width

Advance Width

Bounding Box

Button Bar

External Leading

em Square
When a character is drawn, you can envision it as being drawn into a 'square', within which the entire character will fit. If this square is enlarged so that any given character of the font will fit within it, then this is the 'em square'. The width and height of the em square are supposedly equal. Often, the 'resolution' of the em square is specified as a particular value. This refers to the number of 'units' that the square is divided into. This can either be the pixel resolution of the font as it is drawn on the screen, or if it refers to the logical definition (program) of the font, then it describes the granularity required to accurately create the font. Often, this is 1000.

Lead Slug

LOGFONT

OUTLINETEXTMETRIC

$[77] #[78] K[79] Point

For most computer usages, a 'point' is agreed to be exactly 1/72 of an inch, but actually it is 1/72.08246 of an inch. This is known as a 'Pica Point'. Europe and Brazil however use the 'Ditot Point', which is 1/69.54103 of an inch.

The term 'Point' dates back to the days of the first moveable lead typesetting. It was the sliver of metal spacing that was used to raise and lower, as well as seperate characters on a line.

77[$] Point
78[#] GlossPoint
79[K] Point

$80 #81 K82 Point Size

Point Size is used to refer to the size of a particular font. If a font is said to be a '12 Point Font', this means that this font was most likely designed to be printed with a 12 point measurement from baseline to baseline. This does not mean you should assume that an 'H' in one 12 point font has the same height as an 'H' in another 12 point font. It is up to the typographer who designed the font to specify the point size. The point size can be considered an 'artistic' measurement, because it rarely is specifically determined by actual measurements of specific features of a font.

80$ Point Size
81# GlossPointSize
82K Point Size

Sans Serif

Serif

Size

Status Bar

Style

TEXTMETRIC

Weight